



## THE METHODS AND STRATEGIES OF TEACHING VOCABULARY

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### Annotation

This article focuses on one of the aspects that can build the four skills in English and that is known as vocabulary. There are some reasons that make vocabulary is important to be learned. First, it will be hard for the learners if they must study English with limited words in their mind. In this article is described the main features and methods of teaching and learning vocabulary and their effectiveness for young learners

**Keywords:** young learners, vocabulary learning, vocabulary teaching, implicit learning, explicit learning, input-based tasks, interactions, formulaic language

### Introduction

English has four aspects and skills that must be known by the learners. The four aspects are spelling, pronunciation, vocabulary and grammar. Meanwhile, the four skills namely listening, reading, writing and speaking. Those four aspects can develop the four skills in English. This article focuses on one of the aspects that can build the four skills in English. This article focuses on one of the aspects that can build the four skills in English. The aspect is known as vocabulary. There are some reasons that make vocabulary is important to be learned. First, it will be hard for the learners if they must study English with limited words in their mind. Thus, learning vocabulary can help the learners to enrich their words in English. If they know those words, they can express their thought through English but if they do not know words in English they cannot write, read, speak anything in English. Second, it is impossible to teach spelling, pronunciation and grammar for the beginners if they do not know the words first. Those reasons make the writer can see how important to learn vocabulary for the EFL learners. Developing vocabulary will be great if it can be started from a young age. They are a great word learners. They have some special characteristics that can make them easier in learning vocabulary. Children cannot learn by themselves, they need a good teacher to facilitate them in learning. Young learners aged 5 years old have limited concentration span, they could not be pushed to learn new words in English in serious way such as memorizing new words through text book. They wanted to play. Therefore, the teacher applied some media to teach them such as using pictures, command and real object. The use of pictures could attract children's attention. They could memorize through eye-catching pictures. It was hard to ask the children aged 5 years old to memorize words based on text book, because their ability to read are still lacking. The use of command could work to young learners aged 5 years old, because they could obey the command from the teacher. If the teacher said "touch" the children could know the meaning of the word touch in their mother tongue. The use of real object could help them in learning vocabulary, for example using their body as real object could make them realize the name of parts of the body in English or using the real things in class could make them



to know the form of those things. Those techniques such as using pictures, command and real object could be called as learning while playing. The young learners saw some pictures, obeyed command and saw real object. Those ways lead the young learners to learn English vocabulary through fun way. Because of their young age, it seems hard to push them to study in serious way.

In order to help young learners learn vocabulary effectively, we need to employ a range of strategies. First, we need to think why the young learner wants to know the words we teach as they are much more likely to remember them if they need them or want to use them. One way a teacher can do this is to get the learners to draw or write the words they already know and then draw or write the L1 translation of words they want to know. This can be followed by a spot of peer teaching where learners who know the second set of words teach them to the learners who want to know them.

Another way to help young learners learn new words is to explore ways of recording vocabulary. Show learners some examples of picture dictionaries, words with sentences in English explaining what they mean and mind maps linking words and ideas. Discuss why these strategies are helpful. Encourage the learners to use these strategies when noting down new words. If we want our young learners to be effective learners of vocabulary, we have to invest in teaching them strategies that help them to remember the words and produce them when they need them. Using the strategies above will help them develop their vocabulary and increase the total number of words they know.

The GSE Vocabulary is designed to help teachers ascertain what vocabulary they should be teaching their learners and when to expect them to understand the words. When it comes to deciding what word meanings and chunks young learners should know at primary and secondary level, most teachers are guided by the coursebooks they use or by external exams their students are preparing to take. But teachers can use the GSE Teacher Toolkit to search the data and compile a list of level-appropriate words to teach their classes. For example, a teacher using Big English may have to teaching parts of the body can access the Teacher Toolkit, click on the 'Vocabulary' tab and choose the topic 'body and health' and then select 'Parts of the body and mind'.

**The Benefits of Implementing Electronic Word Guessing Games** .In real life, games are a collection of language learning tools . As a result, games can be a useful tool for learning new languages that are based on our daily lives. The major reasons why games are used as learning tools are that they increase student motivation and are effective in competitive play; also, students attempt harder in games than in other courses. Furthermore, the game has demonstrated several benefits and efficacy in teaching and acquiring vocabulary in a variety of ways. For starters, students use games as a way to unwind and have fun. As a result, the teacher should assist children in readily acquiring and memorizing new terms. Then there are games, which usually include friendly competition and keep pupils engaged. This atmosphere encourages children to engage in and participate actively in learning activities. Third, games help students use English more

flexibly and communicatively by bringing real-world context into the classroom.

Even if different games do not work because students have different learning styles and preferences, as well as a variety of other factors such as the timing of events, the nature of the game itself, and even the nature of the teacher, it is still worthwhile to try them out in the classroom because



they provide students with some valuable benefits. A game can help you learn a language in a variety of ways. It provides a fun and comfortable learning environment. Students get the opportunity to use the language in a non-stressful manner after learning and practicing new terminology. Students' attention is drawn to the message rather than the language when they play games. Rather than focusing on the correctness of the linguistic form, the majority of participants will do all possible to win. This produces a fear of bad assessments and public judgments, which is one of the primary motivators for language learners to use the target language in public.

In conclusion, using fun ways and involving the young learners to learn vocabulary through playing i.e. using pictures, command and real object worked to teach vocabulary for young learners. Because of their limited concentration span, providing some media and asking them to play while learning could get .The use of memorization and translation. Young learners aged 6 up to 7 years old have better concentration span, although their desire to play is still strong but they could be asked to learn vocabulary through text book. They could memorize the new words and its meaning in their mother tongue. So, memorization and translation techniques could be applied to young learners in learning vocabulary young learners' attention and give them motivation in learning.

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